



£1.99 IR £1.99

B/F 46
24\$ 4-95

THE OFFICIAL STAR TREK[®] FACT FILES 13



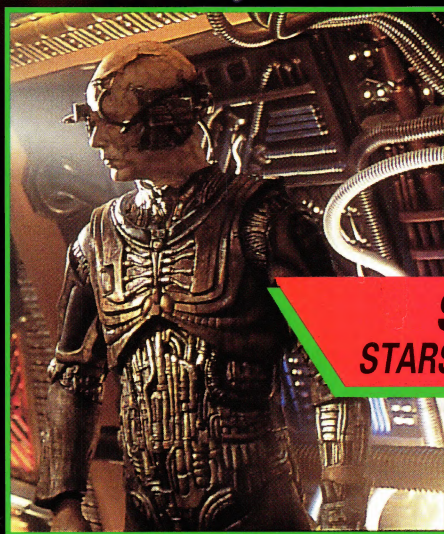
Tom Paris
Starfleet's disgraced son



Rasmusen's Time Ship
26th-century technology



The Badlands
Deadly space phenomenon



Romulan Admiral Jarok
Trying to stop a war

STAR TREK: FIRST CONTACT
STARSHIP ENTERPRISE invaded by the Borg

U.S.S. ENTERPRISE NCC-1701-A
Detailed blueprints of Kirk's ship

ISSN 1364-3983



9 771364 398003



THE OFFICIAL STAR TREK® FACT FILES



CONTENTS: PART 13

The Guide to the STAR TREK Galaxy

The ALPHA QUADRANT (Part 4)
The BADLANDS
ANGEL ONE INHABITANTS

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-A: Introduction
TUVOK's Antimatter Maneuver

Non-FEDERATION Starships

KLINGON BIRD-OF-PREY Briefing (Part 2): Weaponry
RASMUSSEN's Time Ship

Personnel Files

TOM PARIS: Problems With Discipline
ADMIRAL JAROK: Romulan Defector

Equipment & Technology

HYPOSPRAY: 2373

Starship Log

STAR TREK (The Original Series)
'Miri'/'Conscience of the King'
STAR TREK: VOYAGER
'State of Flux'
STAR TREK: FIRST CONTACT – Part 2

COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

The STAR TREK Timeline (Parts 13 and 14)
The TOX UTHAT
The KLINGON Empire: Rites of Ascension
The ALPHA QUADRANT (Part 5)

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D: Tractor Beam
DEEP SPACE NINE: Weapons and Defenses

Non-FEDERATION Starships

DREADNOUGHT MISSILE

Personnel Files

Alternate Timeline TASHA YAR
KIRA NERYS and VEDEK BAREIL

Equipment & Technology

GEORDI's VISOR

Starship Log

STAR TREK: THE NEXT GENERATION – 'Q Who'
STAR TREK: DEEP SPACE NINE – 'Blood Oath'
STAR TREK: FIRST CONTACT – Part 3

CUSTOMER SERVICES

UK AND EIRE

COLLECTING YOUR MAGAZINES

WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

SUBSCRIPTIONS See early issues for details of our special offers. If you have any questions, ring our Customer Services: 01424 758 303.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE.** (For issues with a free binder, please add £1.00 to cover postage and packing.)

HOW TO ORDER Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd. Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Contact Gordon & Gotch (NZ) Ltd, PO Box 5884, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.

™, ® & © 1997 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dallington Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional Photographs supplied with the co-operation of CIC VIDEO

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Ben Robinson
Design: Sharon Wallis, Martin Ritchie
Artists: Rob Garrard, Peter Harper, Studio Liddell, Stuart Wagland

Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Colorgraphic Ltd

Trade distribution by DDL (Tel. 0171-221 8855)

COORDINATING EDITORS, LOS ANGELES:

Amanda Morris Conti, Michael M. Conti

PHOTO EDITOR, LOS ANGELES: Larry Nemecek

RESEARCH COORDINATOR, LOS ANGELES:

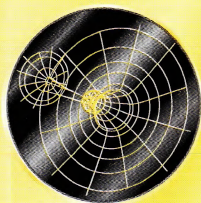
Penny Smartt-Juday

CONSULTANT EDITOR: Tim Gaskill

AUTHORS: Amanda Conti, Kathe Conti, Michael Conti, Tim Gaskill, Mel Gilden, Larry Nemecek, Ben Robinson, Beth Slick

RESEARCHERS: Peri Doslu, Jonathan Freund

SPECIAL THANKS TO MICHAEL OKUDA, DENISE OKUDA AND RICK STERNBACH



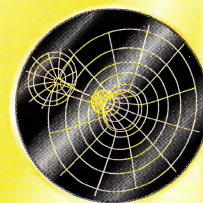
SPACE PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 8

THE BADLANDS



SPACE PHENOMENA

The **Badlands** have proven to be a dangerous phenomenon: the perfect hiding place from which the **Maquis** can wage war against **Cardassia**.

The **Badlands** is the name given to a dangerous region of space in the **Alpha Quadrant**, close to the **Demilitarized Zone** that separates **Federation** space from the **Cardassian** territories.

This region of space contains several unstable, highly charged plasma fields. Many reports of severe local neutrino disturbances within the Badlands have also been recorded. Several vessels have been lost in this region, and starships are cautioned to avoid the area or enter at their own risk.

Location

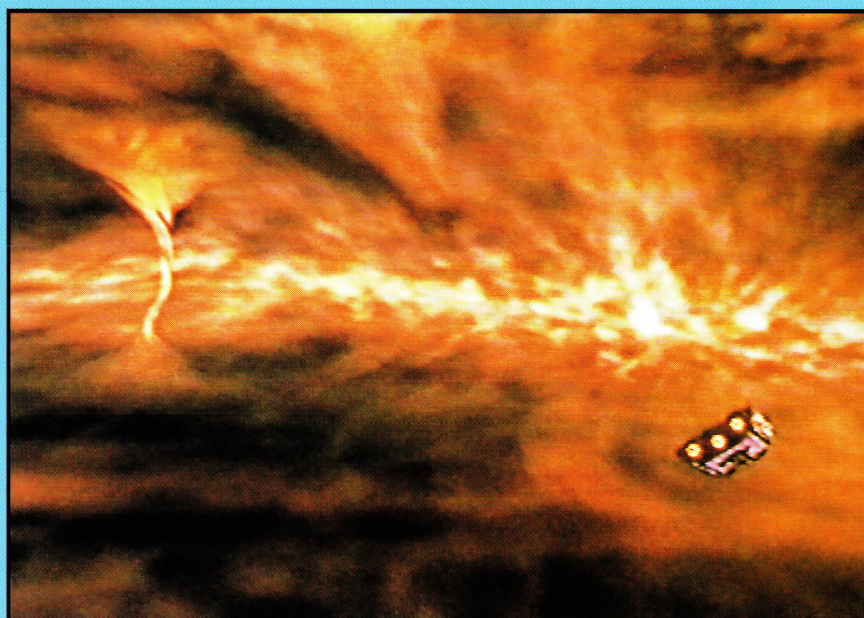
At warp seven, the Badlands are located approximately six hours

from the Federation space station **Deep Space Nine** in the **Bajoran** system.

Maquis base

The Badlands have recently become an important area of operations for the **Maquis**, a group that is opposed to the creation of the Demilitarized Zone. The Maquis believe they must act to protect themselves from the often violent Cardassian aggressors.

Both the Federation and Cardassians consider the Maquis to be outlaws, but in their own minds they are freedom fighters. They perceive themselves as idealistic nonconformists who are taking the only course open to them after



▲ The area of space known as the Badlands lies along the Cardassian border. It is prone to plasma storms, which makes it an ideal area of operations for the Maquis: the storms conceal smuggling operations and protect MAQUIS FIGHTERS from otherwise superior ships.

the Federation has abandoned their worlds to Cardassian 'justice'.

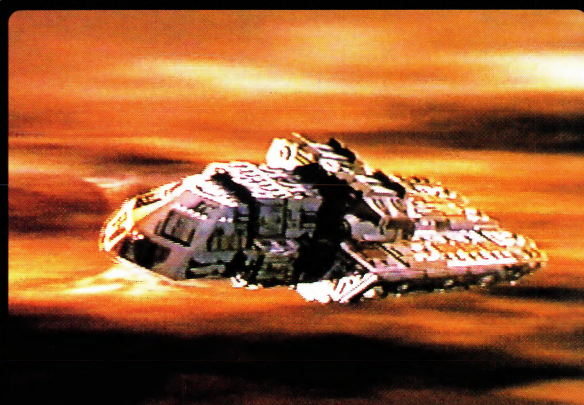
The Maquis have been aided by supporters from within **Starfleet**, and

number several former officers within their ranks. They are currently engaged in a continuing guerrilla warfare with Cardassian forces. After their hit and

run skirmishes, they often retreat into the Badlands for safety.

The plasma storms that are common in the Badlands make navigation

DEADLY PHENOMENON



◀ The Maquis use the plasma storms in the Badlands to conceal their smuggling operations from prying eyes. In 2372, the U.S.S. DEFIANT follows Cassidy Yates' freighter into the Badlands, where it is making illegal supply runs to the Maquis.



▲ Few large vessels are capable of navigating within plasma storms of this intensity. Only advanced ships such as the INTREPID-CLASS U.S.S. VOYAGER and the DEFIANT-CLASS U.S.S. DEFIANT can enter this area with confidence. Even they must deal with severe sensor interference.

The Maquis in the Badlands

The group of outlaws known as the Maquis use the Badlands to hide their bases, to protect their ships, and to provide cover for their supply operations.

Although Maquis ships are often poorly equipped, they can use the plasma storms in the Badlands to their advantage. These storms

interfere with sensors and prevent the use of warp drive, which would ignite the plasma. Few Federation or Cardassian ships are sufficiently maneuverable to follow Maquis vessels into the intense plasma storms. All of this makes the Badlands a perfect hiding place.



extremely difficult, and as a consequence few Federation or Cardassian vessels can enter them safely. In contrast, Maquis ships tend to be small and maneuverable. Since **warp drive** cannot be used

within a plasma storm, and the storms cause considerable sensor interference, operating within the area can give the Maquis a distinct advantage over their enemies.

When larger, less graceful Cardassian vessels attempt to pursue the Maquis into plasma storms, they rarely emerge unscathed. Only the most advanced Federation vessels such as **Intrepid-class** starships or the **U.S.S. Defiant** are sufficiently maneuverable to enter the Badlands with confidence.

Secret operations

The Maquis also use the Badlands to conceal their supply operations from both the Federation and the Cardassian authorities. Sympathetic ships often deliver supplies to the Maquis inside plasma

storms. The disturbances make this kind of activity extremely hard to detect.

Also, it is believed that the Maquis maintain several secret bases within this hostile region. The Federation has discovered one definite Maquis base within the Badlands. It is a rogue asteroid, large enough to be designated Class-M. Its location is revealed when **Commander Benjamin Sisko** of *Deep Space Nine* tracks a group of Maquis rebels who have abducted **Gul Dukat** from the station in an attempt to prove that the **Cardassian Central Command** is smuggling weapons into the Demilitarized Zone, in violation of the treaty.

It can be assumed that there are several other Maquis bases hidden among the plasma storms that are constantly raging

within this dangerous area of space.

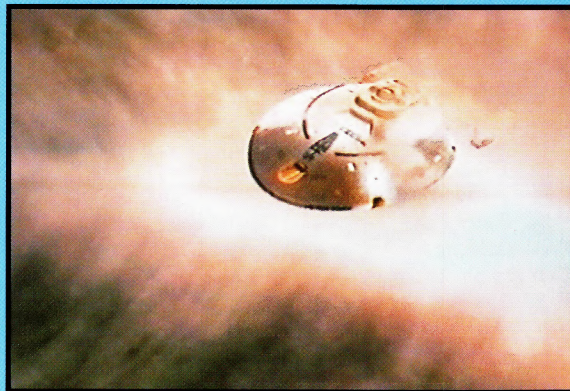
Disappearances

Over the years, several mysterious events have occurred within the Badlands.

As recently as 2371, a Maquis vessel disappears after entering a plasma storm in the Badlands. There is no sign of wreckage, so Starfleet assumes that the ship has not simply been destroyed by the storm. Because a **Vulcan** Starfleet security operative, **Lieutenant Commander Tuvok**, is known to be on the Maquis ship, the Federation starship **U.S.S. Voyager NCC-74656** is sent to investigate.

The *U.S.S. Voyager* is pulled into the **Delta Quadrant** by an alien known simply as **The Caretaker**. Once there,

▶ The **INTREPID-CLASS U.S.S. VOYAGER** has entered a plasma storm in the Badlands, and is attempting to follow the route taken by the missing Maquis vessel, when her sensors detect a massive displacement wave.



▶ The **U.S.S. VOYAGER** is unable to engage her warp engines inside the plasma storm. Even at maximum impulse, the ship cannot outrun the displacement wave, which pulls it across the Galaxy.

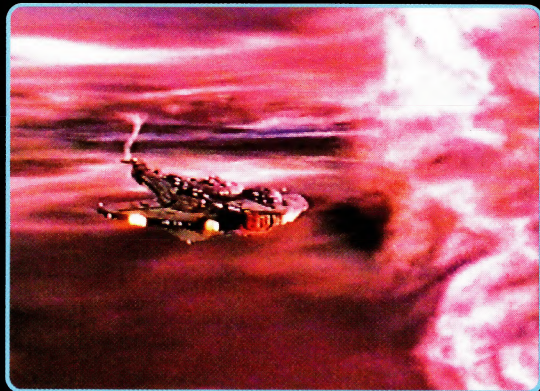
MAQUIS OPERATIONS



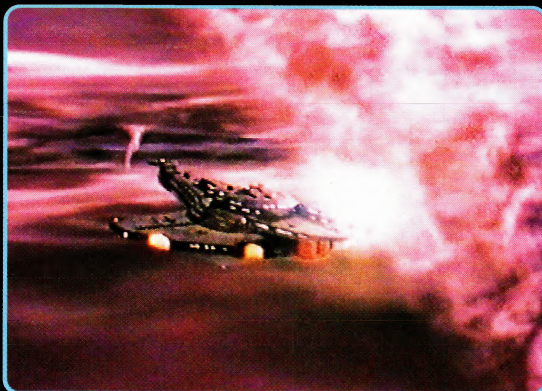
▶ Outgunned by a **CARDASSIAN WARSHIP**, the **MAQUIS VESSEL** flees to the Badlands and enters a plasma storm.



▶ The Maquis commander, **Chakotay**, hopes that the Cardassians will be reluctant to endanger themselves by pursuing him into the plasma storm.



▶ Despite the risks, the Cardassian ship decides to follow the more maneuverable **MAQUIS VESSEL** into the storm.



▶ The Cardassians' overconfidence proves to be their undoing. The **WARSHIP** is damaged by a stream of plasma that disables it.

Captain Janeway locates the Maquis ship, but the two vessels are trapped on the other side of the Galaxy.

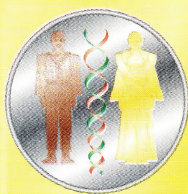
Mystery

Even today, the Badlands remain a relatively uncharted and unexplored region of space, in spite of their proximity to both Bajor and the Cardassian Empire.

GALAXY FACTS

▶ Because of the unpredictability of the Badlands, Captain Janeway needs an especially skilled pilot for her ship, and so turns to cashiered Starfleet officer **Tom Paris**.

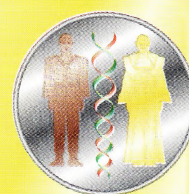
▶ The *Voyager* is taken from the Badlands by a sentient being. As far as anyone knows, the area contains no natural doorways to the Delta Quadrant.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 10



OTHER GROUPS
AND RACES

ANGEL ONE INHABITANTS

The inhabitants of **Angel One** live by a caste system based upon gender. This caste system is challenged by evolution, and by the survivors of a Federation freighter, the **S.S. Odin**.

The inhabitants of **Angel One** place great significance on gender. Females are considered strong and capable, whereas males are considered vain and frivolous. This discrimination is so institutionalized that males have an inferior legal position to females.

The constitutional oligarchy of **Angel One** is governed by a parliamentary body consisting of six elected Mistresses, and headed by a female they refer to as

the **Elected One**. Only the female inhabitants can express opinions and vote. The men are expected to conform to their whims.

Physical advantages

Angel One inhabitants are humanoid but, unlike on Earth, the females are generally of larger stature than the males. They conduct themselves with the casual confidence of those who have been in charge for as long as memory serves. They consider the men in their society fortunate to live a life of leisure while the

▶ Unequal mates

*On **Angel One**, females are far taller and stronger than males. The planet's inhabitants have taken this to mean that females are naturally superior.*

women devote themselves to the responsibility of making laws and working in the world. The women rarely insult the men outright, but the implication is that males are inferior in capability, intellect and function to the females.

In sexual relationships, the **Angel One** females normally take the lead. The males wear revealing



clothing and perfume to attract mates. Indoctrinated from birth, the males tend to act obediently and emotionally. Few of them seem to desire a change in the status quo.

that be, and ultimately have an impact on the planet's society.

Male expectations

When they first arrive on **Angel One**, the four survivors of the **S.S. Odin** think that they have died and gone to heaven. Taller and more muscular than the native males, they prove highly attractive and are immediately welcomed into the highest echelons of **Angel One** society as

A world apart

Isolated for the most part, the culture of the planet develops unaffected by other cultures. However, in 2357, four male survivors of the disabled Federation freighter, the **S.S. Odin**, make their way to **Angel One**. These four men, with their expectations for respect and self-determination, become problematic to the powers

▼ Influential visitor

*The arrival of Commander William Riker of the U.S.S. ENTERPRISE on **Angel One** plays a pivotal role in the development of this unequal society.*

RULES OF ATTRACTION

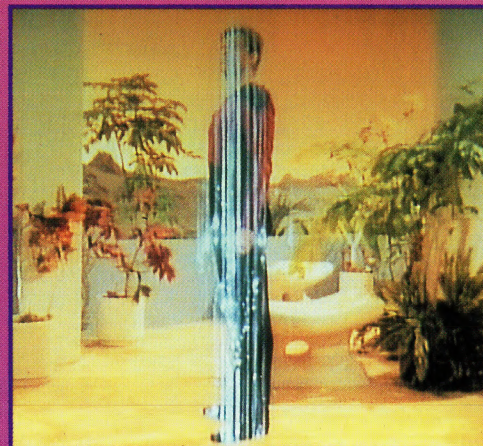


A way of life

On **Angel One**, men have only one purpose – to please women. The culture has developed in such a way that women have taken on all the responsibilities of government, while the men have been restricted to domestic tasks. Both genders are deeply indoctrinated into this way of life, so much so that most of the **Angel One** inhabitants seem content with their roles and do not question them.

▶ **Angel One** males place great importance on attracting the opposite sex. Typically, they dress in revealing clothes and use perfume.

▶ The women of **Angel One** find the stronger, taller Earth males extremely attractive. Even Mistress Beata is not immune to Riker's charms.



prospective mates. However, their demands for respect, and their desire to have a say in their future, are discouraged, and the men soon sour on the long-established institutions that maintain the conditions of inequality. The men take wives but, because of their behavior, they and their families are forced into hiding.

Their leader, **Ramsey**, secretly marries **Ariel**, one of the six parliamentary Mistresses, who continues to play her role in the government.

Federation involvement

When the **U.S.S. Enterprise** arrives in 2364 to rescue the survivors of the **Odin**, the men decide to stay in spite of their fugitive status. Since they are not members of **Starfleet**, they have every right to make this decision. **Mistress Beata**, the Elected One, wishes to have them removed from her culture one way or



another. She is willing to execute the men and their wives, who she sees as having stepped out of the accepted morals of society. She is even prepared to execute her fellow parliamentarian, Ariel. The four men and their families are willing to die in order to

bring about lasting change on Angel One.

Moral conflict

The **Enterprise** away team is thrown into the middle of the conflict at a particularly critical moment in Angel One's

Determined leader

Mistress Beata is determined to protect the way of life on her planet even if it means executing the survivors of the **ODIN** and their families.

development. Not wanting to violate the **Prime Directive**, and yet not wishing to watch Federation citizens put to death, **Commander William Riker** pleads with Mistress Beata for mercy.

Riker's impassioned speech impresses Mistress Beata, and her fellow parliamentarians, if not their mates. Pointing out that the **Odin** survivors have simply served as a symbol to Angel One inhabitants who already longed for a change in the

GALAXY FACTS

▶ The **S.S. Odin** is disabled by an asteroid collision. It takes the all-male crew five months to reach Angel One in the escape pods.

▶ The crew of the **U.S.S. Enterprise NCC-1701-D** detects the **Odin** survivors by using the ship's sensors to scan for traces of platinum, a metal which does not exist naturally on Angel One.

gender relationships, Riker argues that their execution will only serve to make them into martyrs. The oligarchy agrees to stay the execution, and sends the small community of discontents into exile. Their intention is to busy the revolutionary community with survival, so that their effect on society is minimal. However, it is clear that the evolution of gender relationships is entering a new phase.

CHANGING TIMES

Cultural threat

The arrival of four alien males on Angel One has long-lasting consequences. The men from the Federation freighter **S.S. Odin** have very different expectations from Angel One males, and refuse to accept the treatment that is offered to them. Their nonconformist behavior soon forces them into hiding, where they remain until they are detected by a rescue team from the **U.S.S. Enterprise**. Their eventual discovery forces a confrontation.



Final solution

Ramsey is unwilling to change his ideals or to leave Angel One. **Mistress Beata** feels this gives her no choice but to order his execution.

Change of heart

At the last moment, **Beata** stops the execution. However awkward **Ramsey** and his people are, she will have to find another solution.



Catalyst

With his 'unreasonable' expectations and rejection of the male role, **Ramsey** poses a very real threat to the status quo.

Lovers

Ramsey and his wife **Ariel** are prepared to die for their beliefs. They hope that by doing so, they will bring about lasting change on Angel One.



OTHER CARDS IN THIS FILE...

- 18 SIGMA IOTIA II
- 19 GENOME COLONY
- 20 THE TALOSIANS
- 21 PLANET 892 IV

SEE OTHER FILES...

- THE FERengi ALLIANCE.....File 14
- THE PRIME DIRECTIVE.....File 19
- OTHER CHARACTERS AND LIFE FORMS.....File 58
- STAR TREK: THE NEXT GENERATION.....File 69



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3C

ALPHA QUADRANT



CHARTING
THE GALAXY

ARCHER IV

CLASS-M PLANET

The **U.S.S. Enterprise NCC-1701-D** encounters and investigates a temporal rift, reading as a radiation anomaly, in 2366. The crew find that a ship might possibly have been responsible for the rift, but this is not confirmed. After their investigations are complete, the *Enterprise* assumes a heading toward the planet **Archer IV**.

ARCYBITE

CLASS: UNKNOWN

This is a planet in the **Clarius system**, where a **Ferengi** named **Nava** takes control of the lucrative mining refineries. His exemplary efforts are noted by the **Grand Nagus, Zek**, at a Ferengi trade conference held on **Deep Space Nine** in 2369.

ARGELIUS II

CLASS-M PLANET

The strategic location and the pleasurable entertainments of **Argelius II** make it ideal to serve as a **Federation** open port. The humanoid inhabitants are so peaceful, they require administrators from other worlds to help run their planet. At one time, the Argelians were a very violent people. Then, in 2067, in a manner not unlike the **Vulcans**, they experience a 'Great Awakening' and evolve into a more peaceful and civilized culture, where love and pleasure are the order of the day.

Captain Kirk and **Dr. McCoy** take **Montgomery Scott** to Argelius II in 2267, to get some R and R, but things turn sour when Scotty is accused of murder. He is later cleared of the charges. Had Scott been convicted of the murders, under the old Argelian



▶ **Scotty tells how he blacks out prior to the murders he's alleged to have committed.**

law he would have been executed by a slow and painful torture.

Mr. Scott retains memories of the planet when, in 2369, he compares the size of his quarters on the **U.S.S. Enterprise NCC-1701-D** to an Argelian hotel room.



◀ **A hearing is convened aboard the ENTERPRISE, where the ship's computer is used to help solve the mysterious murders on Argelius II. The city administrator, Hengist, is found to be responsible, masquerading as the evil Redjac.**

ARDANA

CLASS-M PLANET

The rare mineral, **zenite**, is found only on **Ardana**. In 2269, **Captain Kirk**, along with **Mr. Spock** and **Dr. McCoy**, transports down to Ardana to pick up a consignment of the mineral substance in order to deliver it to the planet **Merak II** in an attempt to halt a botanical plague. Their efforts are resisted when the **Troglyte** miners of Ardana refuse to hand over the zenite. Kirk then finds himself drawn into a political struggle between the planet-dwelling, working-class Troglytes and the more elitist dwellers of the cloud city, **Stratos**. It is later discovered that the zenite

mineral, in its raw unrefined state, emits a damaging gas which causes an impairment of mental faculties. This results in more violent tendencies in the Troglytes which, in turn, makes the Stratos-dwellers highly scornful of them. **Plasus**, the High Adviser of the Ardana ruling council, had always contended that the Troglytes were merely inferior beings. Kirk makes Plasus experience the cave's conditions, where he too exhibits violent behavior. Plasus now realizes why the Troglytes act the way they do, and arranges to re-evaluate the social hierarchy on the planet.

▶ **The literally 'upper class' Stratos-dwellers look down upon the zenite-mining Troglytes due to their aberrant behavior. When zenite gas is found to be accountable for their violence, the cloud-dwellers have to reassess their status.**

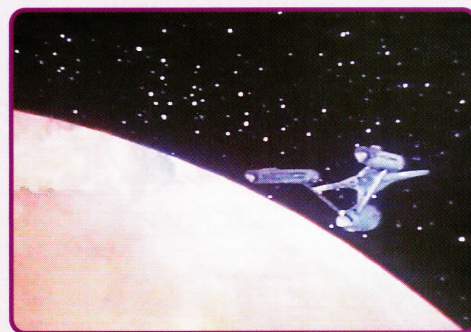


ARIANNUS

CLASS-M PLANET

Ariannus is a transfer point for commercial starships. When it is struck by a potentially life-threatening bacterial infection in 2268, virtually every living thing on the planet is at risk, including billions of inhabitants. The **U.S.S. Enterprise** arrives to conduct a successful life-saving orbital decontamination of the planet, which returns it to its natural blue and white hue (as seen from orbit).

▶ **Ariannus, as seen in the throes of bacterial contamination. The unexpected arrival of two fighting Cheronas, Bele and Lokai, almost prevent the crew of the U.S.S. ENTERPRISE from completing their mission of decontamination.**





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3C

ALPHA QUADRANT

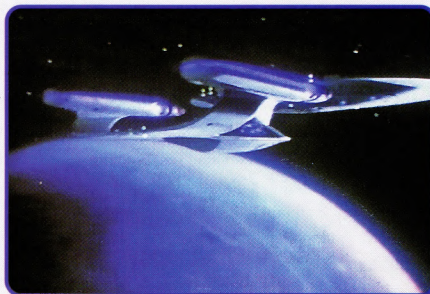


CHARTING
THE GALAXY

ARKARIA

CLASS-M PLANET

The **Arkaria** base, a **Federation** facility controlling the **Remmler Array**, is located on this planet. The **Remmler Array** is an orbital station used to perform baryon decontamination sweeps of starships. When the **U.S.S.**



Enterprise NCC-1701-D has important ship maintenance performed here in 2369, a terrorist gang attempts to steal its highly explosive trilitium resin. **Commander Calvin 'Hutch' Hutchinson** is in charge of the base when the terrorists strike, and is killed in the line of duty. He will always be remembered for his natural ability at small talk.

The **Arkarian water fowl**, a native of the planet, is reported to have interesting mating habits.

▲ The **U.S.S. ENTERPRISE** orbits **Arkaria**, location of the **Federation's Arkaria base**. The planet is a bluish color, indicating large amounts of water. Indigenous creatures include the **Arkarian water fowl**.



▲ The **REMMLER ARRAY** orbits above **Arkaria**. Here, the **ENTERPRISE** is undergoing a dangerous baryon decontamination sweep. All crew are evacuated during the procedure. Terrorists who try and steal the ship's trilitium resin while it is docked are thwarted by **Picard**.

ARMUS IX

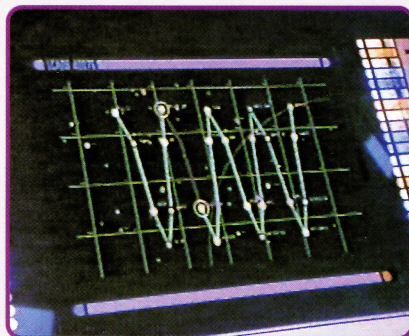
CLASS-M PLANET

Commander William T. Riker, no stranger to doing odd things in the line of duty, is forced to wear a rather striking feathered costume on **Armus IX** for diplomatic purposes.

ATALIA VII

CLASS-M PLANET

After studying a protostar in the **Volterra Nebula**, in the year 2369, the **U.S.S. Enterprise NCC-1701-D** sets course for **Atalia VII**. **Captain Picard** is scheduled to mediate an important diplomatic conference. However, the ship is diverted after receiving a distress call from **Professor Richard Galen**, a former teacher of **Picard's** who is considered one of the greatest archeologists of his century.



▲ **Prof. Galen** discovers a type of **DNA** map of the **Milky Way**, which can prove the existence of an ancient race responsible for seeding the **Galaxy**.

ARVADA III

CLASS-M PLANET

Arvada III, once a thriving colony, was virtually wiped out in a terrible tragedy. **Beverly Crusher** and her paternal grandmother, **Felisa Howard**, both survive the incident. Out of necessity, due to the lack of other medicines, **Felisa** becomes resourceful during this crisis by discovering the natural healing properties of herbal remedies. **Felisa** passes on her knowledge to **Beverly**. Later, during her **Starfleet** career, these herbal remedies come in handy for **Beverly** while on an away team to the planet **Minos**.

▲ Although **Chief Medical Officer Dr. Beverly Crusher** uses highly advanced equipment on board ship, sometimes herbal remedies must do.

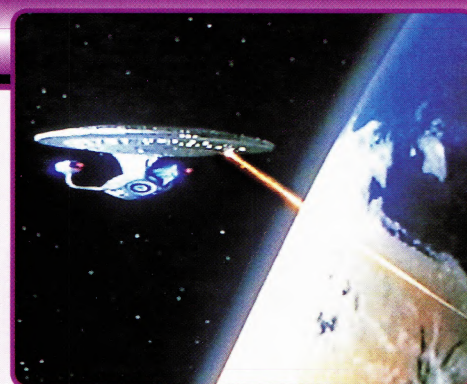


ATREA IV

CLASS-M PLANET

Atrea is a **Class-M** planet which shows signs of a cooling molten core, resulting in massive seismic shocks. It is estimated by the **Atrean** scientists that the planet will survive for a mere 13 months. In 2370, the **U.S.S. Enterprise** is assigned to offer assistance to the **Atrean** government and their scientists to rectify the situation.

Assisting **Dr. Pran Tainer** and his wife **Dr. Juliana Tainer**, **Data** and **Geordi La Forge** develop a process to reliquify the core and return it to its natural state. Using a sophisticated method of ferroplasmic infusion, they inject plasma straight into the magma. First, they use phasers to cut through the planet's crust and into the core. They then set up a series of chain reactions, by injecting the plasma at strategic points



▲ The **ENTERPRISE** fires a phaser blast down to the planet surface in order to penetrate the crust, and ultimately reliquify the magma, with a ferroplasmic infusion.

which will set off the cascade. The whole process is intended to stabilize the planet for centuries to come.



STARFLEET ACADEMY

COMBAT TACTICS

TUVOK'S ANTIMATTER MANEUVER

Situation:

You have been ambushed by superior **Vidiiian** forces.

Factors:

- Photon torpedoes and phasers are not powerful enough to destroy or disable the attacking ships.
- The Vidiiian attack has severely weakened the shields.
- Surrender is not an option. If they capture the crew, the Vidiiians will harvest their organs to replace their own, which are being destroyed by the **Phage**. An unpleasant death is guaranteed to all prisoners.

Courses open:

1. Continue to fight using photon torpedoes and phasers, and hope

that you overcome the Vidiiians.

2. Attempt to flee.

3. Use an antimatter explosion to disable the attacking ships.

Plan:

- Order Engineering to prepare an antimatter container.
- Eject the antimatter container and allow it to drift into the path of the attacking ships.
- Fire a photon torpedo at the antimatter container, detonating it as the Vidiiian ships approach.
- As the photon torpedo is fired, take the ship to maximum impulse, moving out of range of the antimatter explosion. The attacking Vidiiian ships will be disabled, while you escape unharmed.



▲ The U.S.S. VOYAGER is surrounded by three Vidiiian ships. She is clearly outgunned and, if Tuvok cannot devise an adequate defensive strategy, the ship will be overcome. If this happens, the crew will be imprisoned and their organs harvested to prolong the lives of their diseased captors.



▲ Tuvok is a graduate of an advanced course at Starfleet Tactical. His plan is to disable the attacking ships with an antimatter charge that will be detonated by a photon torpedo.

In 2372, **Tuvok** uses the antimatter maneuver against the **Vidiiians** while he is acting captain of the **U.S.S. Voyager NCC-74656**.

For nearly three months, acting Captain Tuvok overcomes the difficulties of commanding an emotional crew. His colleagues are understandably troubled after they have been forced to abandon **Captain Janeway** and **Commander Chakotay** on an unexplored planet, where the two have been infected with an incurable viral toxin.

Acting against Janeway's last direct orders, Tuvok is finally persuaded by the crew to request medical assistance from the Vidiiians.

Arriving at the rendezvous point, *Voyager* is caught in a Vidiiian ambush. Tuvok finds the *Voyager's* offensive power limited: no matter how well he utilizes the aft or forward torpedo

STARSHIP FACTS

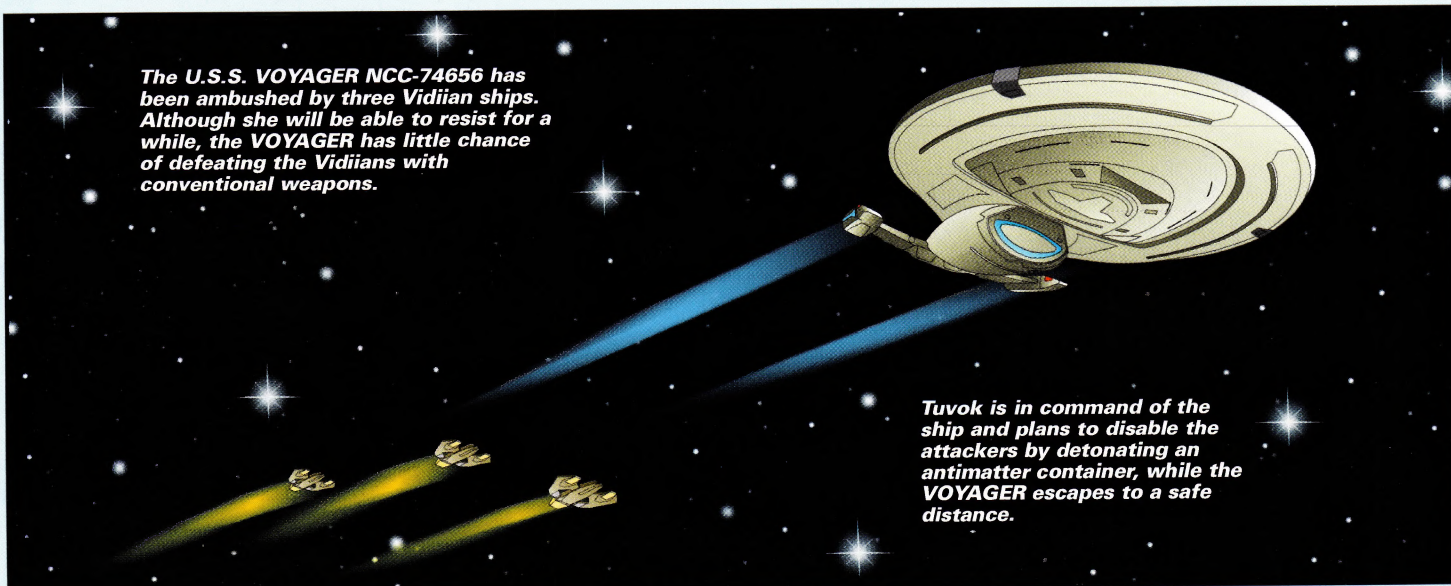
- **Voyager** crew member **Neelix** has direct experience of the **Vidiiians**. They steal both his lungs in 2371.
- Due to the dangerous nature and split-second timing required, an antimatter explosion is not a normal option when in battle.
- **Tuvok's** advanced **Starfleet Tactical** studies, and his **Vulcan** logic, help prepare him for dangerous assignments.

bays, he is still outnumbered.

Tuvok's plan requires split-second timing. Engineering will eject a small container of antimatter towards the pursuing Vidiiians. As soon as it is clear, **Harry Kim** will detonate it

with an aft photon torpedo. The antimatter container will be just forward of the encroaching Vidiiians. Simultaneously, **Tom Paris** will jump the *Voyager* to full impulse, so avoiding the full brunt of the explosion.

The U.S.S. VOYAGER NCC-74656 has been ambushed by three Vidiiian ships. Although she will be able to resist for a while, the VOYAGER has little chance of defeating the Vidiiians with conventional weapons.



Tuvok is in command of the ship and plans to disable the attackers by detonating an antimatter container, while the VOYAGER escapes to a safe distance.

▲ This antimatter bomb tactic requires precision timing from the U.S.S. VOYAGER's crew. If the VOYAGER is too close to the antimatter explosion it will be damaged. If the Vidiiian ships are not near enough to the explosion, they may not be completely disabled.

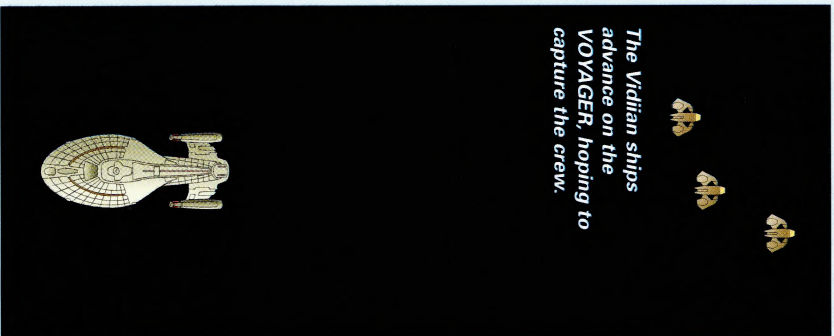
TUVOK'S ANTIMATTER MANEUVER

Federation vessels use matter/antimatter to provide the vast amount of power needed to fuel **warp drive**. But antimatter is an extremely dangerous substance, and is only carried aboard starships under strict containment. In the right circumstances, it can also be used as a weapon.

1: UNDER ATTACK

The U.S.S. VOYAGER has been ambushed by three Vidlian ships.

The Vidlian ships advance on the VOYAGER, hoping to capture the crew.

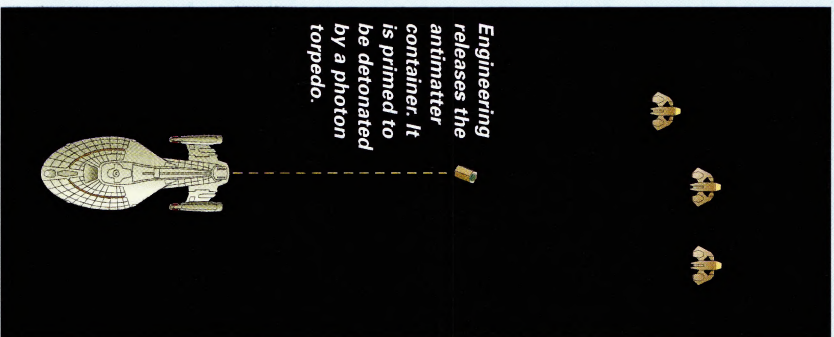


With the shields down to 47% and defeat imminent, Tuvok calls Engineering and tells them to prepare an antimatter container.

2: CONTAINER EJECTED

All the ships are moving at a slow speed. The Vidlians continue their attack, shaking the Federation ship through its shields.

The VOYAGER ejects the antimatter container, which drifts into the path of the oncoming Vidlian ships.

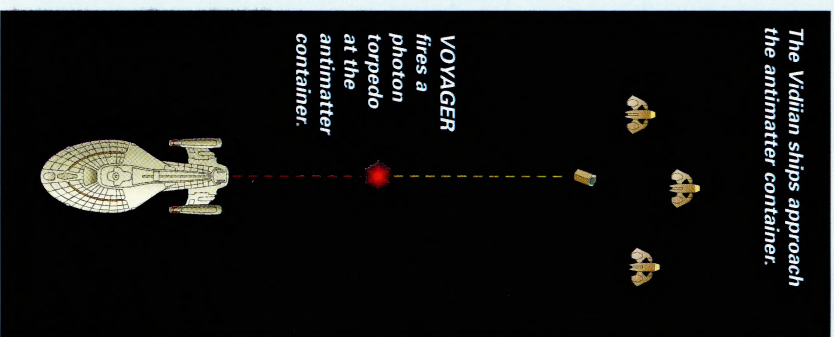


Engineering releases the antimatter container. It is primed to be detonated by a photon torpedo.

3: PHOTONS FIRED

VOYAGER fires a photon torpedo at the antimatter container. As soon as the photon torpedo has been fired, Paris takes the ship to maximum impulse.

Split-second timing is critical. The VOYAGER must be able to reach a safe distance from the explosion.



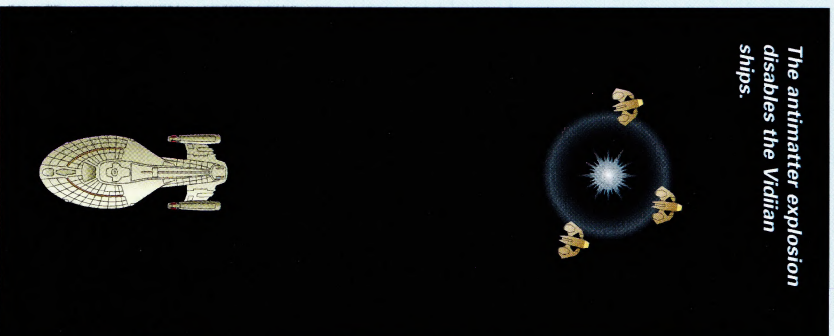
The Vidlian ships approach the antimatter container.

VOYAGER fires a photon torpedo at the antimatter container.

4: ESCAPE

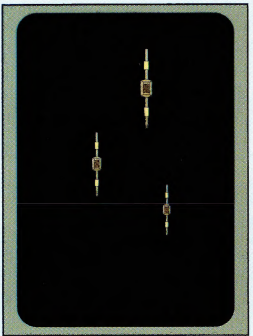
With the VOYAGER out of range, the antimatter container explodes, disabling the Vidlian vessels.

The antimatter explosion disables the Vidlian ships.



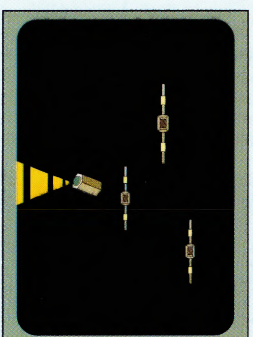
The VOYAGER accelerates to warp, escaping from the Vidlians before they can repair their ships and follow.

The VOYAGER's shields are failing. The attacking Vidlian ships are too powerful to be defeated with conventional weapons.



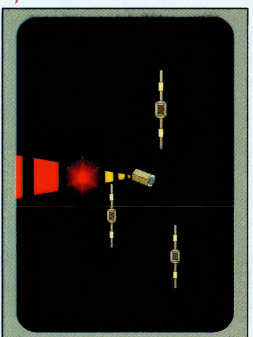
The U.S.S. Voyager is ambushed by three Vidlian ships. The Voyager is clearly outgunned and her shields cannot hold out indefinitely. Tuvok is in command, and realizes that the ship stands little chance of defeating the Vidlians with just phasers and photon torpedoes. He calls **Lieutenant Torres** in Engineering and asks her to prepare an antimatter container to be used as a weapon.

The antimatter container drifts toward the Vidlian ships. If the VOYAGER were to fire now, it would be disabled too.



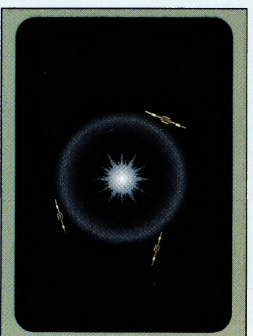
After explaining his plan, Tuvok orders Torres to release the antimatter container. Tuvok's plan calls for **Ensign Kim** to fire a photon torpedo that will detonate the container while **Lieutenant Paris** jumps the ship to maximum impulse, taking them out of the range of the ensuing explosion. Split-second timing is essential, or the U.S.S. Voyager will also be caught in the explosion.

The Vidlians watch as the VOYAGER accelerates. They prepare to match speeds as the photon torpedo heads toward the container.



As the Vidlian ships approach the antimatter container, Tuvok orders Ensign Kim to fire the photon torpedo. As soon as it has been fired, Paris takes the ship to maximum impulse. At this point, the Vidlians' only defense is to change course and head away from the inevitable explosion. However, in the few seconds available to them, it is unlikely that they will realize what is happening.

The Vidlian ships are helpless as the antimatter container explodes, and the U.S.S. VOYAGER escapes.



With the Voyager safely out of range, the torpedo strikes the antimatter container, which explodes, disabling the Vidlian ships. The U.S.S. Voyager has escaped from her attackers and can set a course to safety. The Vidlian ships will make repairs, but by the time they are fully functional again the Voyager will be far away. At a safe distance, the Voyager repairs the limited damage she has sustained.

Klingon Bird-of-Prey

Briefing Part 2: Weapons and Defensive Systems

As befits a Klingon ship, the *Klingon Bird-of-Prey* is designed for combat. It has powerful shields, high-powered disruptor cannons, photon torpedoes, and a cloaking device that can render it invisible.

The *Klingon Bird-of-Prey* is an essential part of the **Klingon Defense Force**, and in any Klingon military operation it can be found in the first line of attack. As one would expect of a Klingon ship, the *Klingon Bird-of-Prey* is a fighting vessel, designed first and foremost for combat. Consequently, it is armed to the teeth.

Two wings extend down from the aft third of the main body of the ship. At the tip of each wing is a powerful energy cannon, used in both offense and defense. These twin energy cannons, also known as **disruptors**, are powerful weapons capable of seriously damaging a **Federation** vessel. Before firing these weapons, the *Klingon Bird-of-Prey* usually lowers its wings into the attack position. Although this wing position is preferred, it is not necessary, and the disruptors can be fired with the wings in any setting. Both cannons are normally fired together. A direct hit can cause the complete destruction of a starship.

Torpedoes

The *Klingon Bird-of-Prey* also carries torpedoes. These are fired from a point at the front of the ship's command hull. The firing area sparkles white, then immediately sparkles gold as the torpedoes are fired. The gold continues to flicker as the weapon powers down. From an outside point of view, the torpedoes seem to be twirling points of white light.

Cloaking devices

The Klingons acquired cloaking technology from the **Romulans** during their brief alliance around 2268, and since then the *Klingon Bird-of-Prey* has been equipped with a **cloaking device**. When in operation, this renders the ship invisible to conventional sensors. As soon as the cloak is activated, the ship literally disappears with a familiar wavering – as if it is momentarily seen under water.

Traditional cloaking devices cannot be used at the same time as weapons systems. A ship must decloak before it can fire its weapons, or activate its shields.

However, shortly before 2293, an experimental refit version of the *Bird-of-Prey* is designed that allows torpedoes to be used while the cloaking device is engaged. Under the command of **General Chang**, the prototype *Bird-of-Prey* attacks the **U.S.S. Enterprise NCC-1701-A**. However, aboard the *Enterprise*, **Spock** and **McCoy** manage to modify a photon torpedo to home in on the Klingon ship's exhaust. Chang and the prototype are destroyed. Subsequent versions of the *Klingon Bird-of-Prey* have not had the capacity to fire while cloaked.

The KLINGON BIRD-OF-PREY is a rugged ship that is ideal for scouting missions and raids. Its powerful shields can resist repeated attacks from phasers or disruptors. Under normal circumstances, the KLINGON BIRD-OF-PREY would not be a match for a GALAXY-CLASS ship, but in 2371 such a vessel manages to destroy the U.S.S. ENTERPRISE NCC-1701-D. Klingon commanders are rarely deterred by uneven odds.



The BIRD-OF-PREY is armed with two powerful disruptor cannons. These weapons are at the tip of the wings, and are normally fired when the wings are in the attack position. However, this is not essential, and the disruptors are often discharged with the wings in flight mode.



The Klingons are a warlike people, and even in times of peace they are ready to enter combat at a moment's notice. Klingons are always looking for opportunities to practice using their weapons, however harmless the target. Space junk rarely survives an encounter with a bored Klingon.



KLINGON BIRD-OF-PREY

First recorded: 2285
Types: *B'rel* (scout) – *K'Vort* (cruiser)
Crew: 12 (standard) – 24 (maximum)
Warp Drive: Warp 8 (Warp 9.6 achievable in emergency)
Height (max): 35.8 meters
Width (max): 83.5 meters
Length: 51.2 meters



Klingon Bird-of-Prey

The *Klingon Bird-of-Prey* is a classic example of Klingon design. Heavily armed and highly maneuverable, it is a fighting ship for a warrior race.

The cloaking device uses technology acquired from the Romulans during a short-lived alliance in the 23rd century.

Powerful shields extend to protect all of the KLINGON BIRD-OF-PREY from enemy fire.

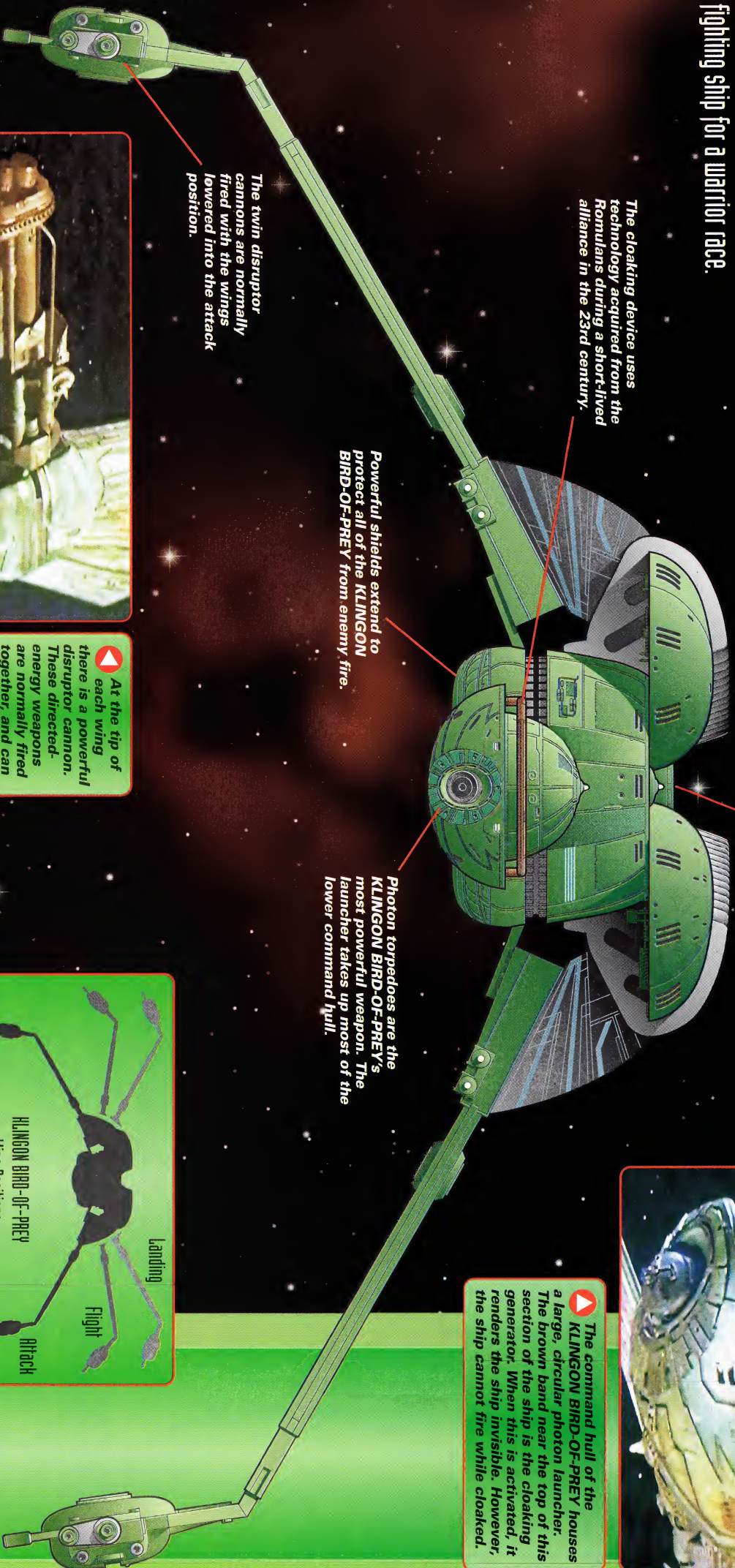
The KLINGON BIRD-OF-PREY is a highly maneuverable ship. It is ideal for dogfighting and raiding.

Photon torpedoes are the KLINGON BIRD-OF-PREY's most powerful weapon. The launcher takes up most of the lower command hull.

▶ The command hull of the KLINGON BIRD-OF-PREY houses a large, circular photon launcher. The brown band near the top of this section of the ship is the cloaking generator. When this is activated, it renders the ship invisible. However, the ship cannot fire while cloaked.

The twin disruptor cannons are normally fired with the wings lowered into the attack position.

▶ At the tip of each wing there is a powerful disruptor cannon. These directed-energy weapons are normally fired together, and can be targeted with pinpoint accuracy.





FILE 40 OTHER STARSHIPS

Rasmussen's Time Ship

Berlingoff Rasmussen's tiny, featureless ship uses advanced technology from the 26th century to travel through time and space without a large power source or visible engines.

The **Time Travel Pod** is a small ship, no more than five meters in length and little over two meters in height. It is encountered by the **U.S.S. Enterprise NCC-1701-D** on **Stardate 45349.1**. The *Enterprise* is unable to scan the interior of the *Pod* for life signs and the crew are surprised when a man materializes on the bridge. He claims to be **Professor Berlingoff Rasmussen**, a historian from the 26th century.

Mysterious vessel

The *Enterprise* uses a tractor beam to bring the *Time Travel Pod* aboard, where it is stored in a cargo bay. From the outside, the *Pod* is extremely simple-looking and appears to have

neither windows nor propulsion systems.

The *Pod* is smaller than a standard shuttle craft, but is obviously quite sophisticated. It carries life-support systems, capable of sustaining life in the vacuum of space, and a transportation system that allows for pinpoint accuracy in transporting on and off the pod. More importantly, despite its small size, the craft contains some of the most sophisticated time travel machinery ever encountered in the 24th century.

The *Pod* can travel over great distances as well as through time. The location in which the *Enterprise* found the *Time Travel Pod* is many light years from Earth.

The rear section of the *Time Travel Pod* is



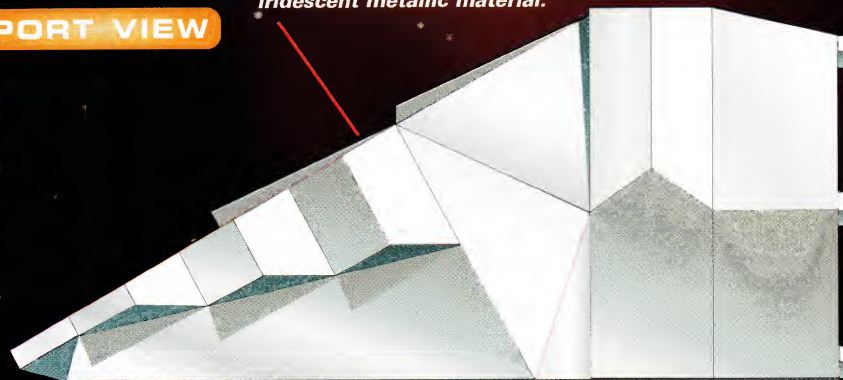
▲ When Berlingoff Rasmussen arrives on the **U.S.S. ENTERPRISE** he claims to be a historian from the 26th century. But he is being far from truthful.

DORSAL VIEW



The **TIME TRAVEL POD** is constructed from a strange iridescent metallic material.

PORT VIEW

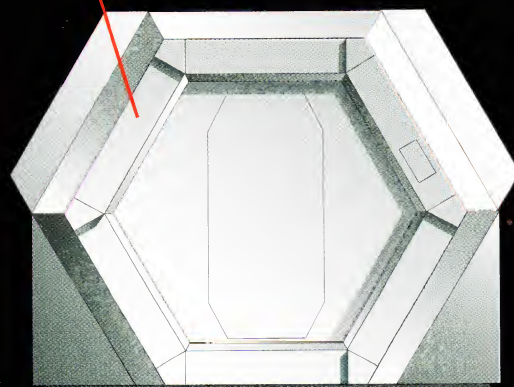


RASMUSSEN'S TIME SHIP

Type: 26th century design
Crew: Two, but can be operated by one
Propulsion: Unknown
Features: The *Time Travel Pod* makes use of 26th century technology

The entrance to the featureless vessel is operated by a hidden panel on the rear of the ship.

AFT VIEW



Rasmussen's Time Ship

hexagonal, and connects to a triangular nose assembly at the front. The exterior and interior of the ship are a uniform silver metallic color, and some colorful iridescence occurs from either the *Pod's* internal composition or from the reflection of external light sources. There are no identifying insignia marks on the outer hull.

The interior of the ship is quite simplistic in appearance. There are two swivel chairs with high backs; one is slightly further forward than the other, and may well be the commanding chair. The second chair is to the right. There isn't much room for comfort in the *Pod*. It appears to provide tight quarters for a crew of two, especially if the *Travel Pod* is also intended to carry any cargo. The lack of comfort suggests that the times required to make journeys in the craft are relatively short.

Hidden entrance

The only known way into the *Pod* is through the rear. The entrance appears when Rasmussen initializes a hand print scan. He places his hand on a featureless area of the upper left hand side of the rear wall. A scanning device appears and, once the hand print is accepted by the *Pod*, a small doorway materializes in the center of the rear wall. The scanning device reverts back to its featureless state, and the doorway disappears once the occupants have passed into the *Pod*.

Rasmussen turns out to be a conman from the 22nd century who has stolen the *Pod* from its true owner, and he is arrested by the *Enterprise* crew. It is not clear whether he was able to decipher the system controls of the *Time Travel Pod* because the instrumentation is simple, or because he is particularly capable.

Rasmussen wears a watch on his wrist which allows him to stay in sync with the *Pod's* autotimer. This autotimer can apparently function with or without manual control. At the preset time, the *Time Travel Pod* dematerializes from the *Enterprise* cargo bay without Rasmussen on board. The next location of the *Travel Pod* is apparently somewhere in New Jersey on the planet Earth in the 22nd century, but without his craft Berlingoff Rasmussen himself is stuck in the 24th century, 200 years in his own future.



▲ The inside of the *TIME TRAVEL POD* is extremely small. It has only two chairs, and is too cramped to accommodate any living quarters.



▲ Rasmussen has hidden the objects he has stolen from the *ENTERPRISE* inside the *Pod*. The lack of space suggests that the *Pod* was not designed to carry souvenirs.



▲ From the outside, the *Pod* appears completely impenetrable. There are no obvious doors or hatches; there doesn't even seem to be a handle.



▲ Rasmussen places his right palm on a featureless area on the rear of the ship. As he does so, a scanning device appears from nowhere.



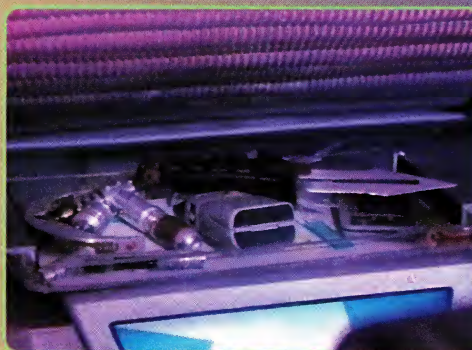
▲ With Rasmussen's identity confirmed, an opening appears in the rear of the ship. It seems that a section of the bulkhead simply disappears.



▲ Data and Rasmussen step through the doorway and into the *TIME TRAVEL POD*. As soon as they are inside, the opening closes behind them.



▲ The *TIME TRAVEL POD* is a small, featureless craft that shows little signs of the advanced technology that allows it to travel through time.



▲ Rasmussen claims that the objects he has 'collected' are for historical research, but in fact he intends to return to the past and 'invent' them for his own gain.



▲ The *TIME TRAVEL POD* automatically moves on to its preprogrammed destination. It simply shimmers and disappears.



Tom Paris: Problems With Discipline

As the descendant of generations of Admirals, Tom Paris is destined for a fine career in *Starfleet*. But an accident ruins everything and, soon after, Paris is arrested. When Captain Janeway finds him, he is in prison and at his lowest ebb.

Tom Paris' great-grandfather, grandmother, father and aunt have all served as Admirals in *Starfleet*, a proud and noble tradition the younger Paris has had trouble living up to.

Young Tom is the only member of his immediate family who wants to follow his father into *Starfleet*, and the pressure on him to excel is intense. Everyone around him, friends and family alike, expect great things of Tom, but the need to live up to their expectations ultimately overwhelms him.

Tom's problems begin as

a child. His father tells him that crying is a sign of weakness, and yet that is what his son remembers most about his childhood: sitting in his room, crying. Tom preferred solitude, locking his door and escaping from people and all their demands on the other side.

Unbearable pressure

Paris' father often tells his young son that he is special, and that one day he will do something significant. But for Paris, this unquestioning faith becomes a form of pressure, and all these expectations become a

PROFILE ON PARIS

NAME: Thomas Eugene Paris

LIFE FORM: Human male

RANK: Lieutenant (field commission)

POSTING: *U.S.S. Voyager NCC-74656*

PREVIOUS POSTING: *U.S.S. Exeter*

REMARKS: After he conceals evidence about a crash caused by pilot error, Paris is cashiered out of *Starfleet*. He is assigned to the *U.S.S. Voyager* as an observer, but is given a field commission when the *Voyager* is transported to the Delta Quadrant.

FIRST SEEN: 'Caretaker'



▲ When he joins the crew of the *U.S.S. VOYAGER*, Tom Paris has a bad reputation to live down. At first, hardly any of the crew trust him, but he soon shows his worth and earns a position of trust and respect.

TOM'S REDEMPTION

★ Offer of a lifetime

After the truth about the accident is uncovered, Tom is sent to the New Zealand Penal Settlement. Captain Janeway offers him a chance to redeem himself by joining the crew of the *U.S.S. VOYAGER*.



★ Suspicious minds

Paris receives a stern welcome from Mr. Cavit, the *U.S.S. VOYAGER*'s first officer. Tom may have Janeway's support, but it is obvious that the rest of the crew have a low opinion of him.



★ Saving the day

Tom has his differences with the Maquis, but he risks his life to save Chakotay as they flee the Ocampa city. This selfless act helps to change the way he is perceived by his new crewmates.

★ Return to Starfleet

Since Captain Janeway has offered the Maquis the chance to join the *VOYAGER* crew, it seems only fair that she should do the same for Lieutenant Tom Paris.



Tom Paris: Problems With Discipline



★ **Bad boy**
In an alternate reality, Harry Kim finds a drunken Tom. Without Captain Janeway's help, Tom has not overcome his problems, and is a bitter and twisted shadow of the man Harry knows.

subtle form of torture.

Despite his faith in Tom, his father does him no favors. When he teaches Tom's survival course at **Starfleet Academy**, he only gives his son a B-grade.

Court-martialed

As a pilot, Paris is involved in an accident that causes the death of three crewmen. Afraid to admit that he is fallible, Tom chooses to lie about the circumstances. Eventually, the truth is discovered, and Tom is court-martialed.

With his self-image at an all-time low, Paris goes into a severe depression and eventually falls in with the **Maquis**, more because he is looking for a fight than for ideological reasons. Unluckily for Paris, he is caught on his first mission and sent to the **Federation Penal Settlement** in Auckland, New Zealand. It is here that **Captain Kathryn Janeway** of the **U.S.S. Voyager** contacts him when she is looking for an expert pilot to guide her ship into the unpredictable **Badlands**.

When *Voyager* is pulled into the **Delta Quadrant** by the **Caretaker**, Paris suddenly finds himself a permanent member of the crew. During his time on the *Voyager*, Tom slowly comes to terms with his troubled past. Bit



★ **Father figure**
Many of Tom's problems stem from his relationship with his father. Admiral Paris is a strict disciplinarian who had high hopes for his only son.

by bit, he warms to the crew, and they to him.

Paris comes to the *Voyager* with an attitude about uniforms, protocol and, above all, authority

figures. He doesn't like any of them. But Janeway's offer leaves Paris owing her a debt.

Deep wounds

At first, Tom's manner is often flippant and irreverent, but it soon becomes apparent to **Ensign Harry Kim** that this is merely a ploy to keep others at a distance, preventing them from seeing the real, wounded Paris. In fact, when Kim is trapped in an alternate reality, he meets a version of Tom Paris who never made it to the *Voyager*. This Tom is a loser and a drunk. It seems that Janeway's offer saved Paris from disaster.

In addition to his problems with the Starfleet personnel, Tom has a bad reputation among the **Maquis**. In particular, **Commander Chakotay** is unhappy that Tom fought with the Maquis without believing in their cause.

Friendship and respect

Janeway and Paris use this conflict with Chakotay to their advantage when they try to uncover a spy on the *Voyager* who's been supplying the **Kazon** with information. Paris behaves insolently, infuriating the commander, which sets up his departure from the ship and his eventual discovery of the spy's identity.

The *Voyager's* journey through the Delta Quadrant provides Tom Paris with a unique opportunity to start again. On the Federation ship, he finds peace with himself, makes loyal friends, and earns the respect of his captain.

"I know those guys told you stay away from me, and you know what? You ought to listen to them. I'm not exactly a good luck charm."

— Tom Paris to Harry Kim

TAKING ADVANTAGE OF HIS REPUTATION

★ **Explanations**
When the traitor has been exposed, Tom finally explains himself to the rest of the crew. Tom's bad attitude and undisciplined behavior were designed to justify his departure from the ship. Only Janeway and Tuvok knew the truth.



★ **Bad behavior**
As part of the scheme to unveil the traitor, Tom starts to arrive late for duty and to be rude and disrespectful to **Commander Chakotay**. Paris' background means that this kind of behavior is believable; from any other crew member it would be extraordinary.



★ **Fond farewell**
Neelix is deeply distressed when he learns that his good friend has decided to leave the ship. When he embraces Tom, he fears it may be for the last time.



★ **Act of defiance**
When **Chakotay** tries to relieve an unruly Paris of duty, Tom refuses and, as the first officer escorts him from the bridge, he pushes him to the ground.



★ **Tom's punishment**
With **Chakotay** on the floor, Paris' fate is sealed. **Tuvok** takes him by the arm and marches him away. Few of the crew understand what is really happening.

FILE 49 ROMULAN PERSONNEL

Admiral Jarok: Romulan Defector

After years in the Romulan military, Admiral Alidar Jarok begins to suspect that his people are preparing for war. Desperate to prevent the inevitable carnage, he defects; but can he stop a war without betraying his people?

Romulan Admiral Alidar Jarok's contradictory passions earn him a place in both Federation and Romulan history books. He is both the commander of the **Norkan outposts** massacre, and the only defector in Romulan history.

Jarok was once a model Romulan: proven in battle, promoted to Admiral, and beloved by his people as the hero of the **Norkan Campaign**. During his career, he visits more than a hundred planets, and none, he believes, compare to his own world's stunning splendor. Jarok's house, crowned by spires, overlooks the beautiful **Apnex Sea**.

Changing priorities

The birth of his daughter shifts Jarok's perspective; she replaces the **Romulan Star Empire** as his first priority. So, when the **Romulan High Command** starts making noises about retaking the **Neutral Zone**, Jarok fears that it will lead to a war that will destroy his child's future. He believes neither she nor the Empire would survive an unnecessary conflict with the Federation.

Jarok works, for months, to convert the High Command to his point of view. However, he is censured, and transferred to a remote sector (814) of Romulan space.

In his new job, Jarok sees reports and tactical communiqués that lead him to believe that a new base is being established

on **Nelvana III**, inside the Neutral Zone. When operational, a fleet of **Romulan Warbirds** and a legion of Romulan soldiers will be based within striking distance of 15 Federation sectors.

Jarok, desperate to stop the inevitable war, decides to warn the Federation. Stealing a scout ship, he heads for the Neutral Zone.

With a *Warbird* firing on him, Jarok requests asylum from the **U.S.S. Enterprise NCC-1701-D** on the other side of the Neutral Zone, on **Stardate 43462.5**.

As soon as he enters Federation space, Jarok realizes that the *Starship Enterprise* has extended her shields around his failing ship, and scared off the *Warbird*. Not wanting to

PROFILE ON ADMIRAL JAROK

NAME: Alidar Jarok

LIFE FORM: Romulan male

STATUS: Defector

RANK: Admiral, Romulan fleet

FORMER POSTING: Norkan outposts

FAMILY: Married with one daughter

REMARKS: Admiral Jarok is a high-ranking member of the Romulan military. However, his opposition to war with the Federation leads him to be posted to a remote sector of Romulan space.

FIRST SEEN: 'The Defector'



▲ Jarok believes that the Romulan High Command is planning a war with the Federation. He is prepared to risk his life to prevent the inevitable carnage, and to safeguard the future for his child.

COMING OVER

★ Well-informed guest

Commander Riker's suspicions are aroused because his guest seems remarkably well informed for a logistics officer. It seems likely that the Romulan is a spy.



★ Important message

When Jarok first arrives on the **U.S.S. ENTERPRISE**, he demands to see the captain. He has vital information that he believes may stop a war. However, Jarok conceals his true identity, believing that it would make him less credible.



Admiral Jarok: Romulan Defector

"I have sacrificed everything. It must not be in vain."

— Admiral Jarok

betray Romulan technology to the Federation, Jarok sets the scout ship to self-destruct after he's beamed aboard the *Enterprise*.

Hidden truths

On the *Enterprise*, Jarok hides his identity as the butcher of Norkan and introduces himself as **Sublieutenant Setal**. Jarok warns **Captain Jean-Luc Picard** that he has 48 hours to destroy the new base on Nelvana III before the reactor core goes online.

To Jarok's dismay, Picard refuses to act. Credibility problems aside, verifying the base's existence requires a trip inside the Neutral Zone: an act of war. **Commander Riker** concludes that this is the Romulans' plan. Picard will not risk war on Jarok's word, but Jarok refuses to provide more information.

Jarok is escorted to his new quarters. A guard stands outside the door. The alien surroundings remind Jarok that he's far from home; even getting a drink of water from the **replicator** is a challenge. He's

desperately homesick.

Additional interrogation sessions are fruitless. Riker clearly believes that the Romulan is a spy, and Jarok feels a fool for believing the Federation would listen.

Later, **Data** finds Jarok brooding in Ten-Forward, which doesn't serve his favorite beverages. "These are not even my stars," laments Jarok. Data tries to cheer him up with a **holodeck** visit to the **Valley of Chula**.

Moment of decision

Jarok, reminded of what he's fighting to preserve, reveals his identity and motivations to Picard. With time running out and additional pressure from Picard, the Admiral finally accepts what must be done, and reveals the Romulans' strength, locations, and tactical plans. He also agrees to provide **Chief Engineer Geordi La Forge** with data regarding engines, weapons, and cloaking systems on the *Warbirds*.

Jarok returns to his quarters knowing that, although he has

SURRENDERING THE PAST

★ Lost world

Jarok has no desire to betray his people. He is a loyal Romulan, and everything around him on the U.S.S. *ENTERPRISE* reminds him of what he is giving up. Surrounded by an alien crew and foreign stars, he becomes desperately homesick.



★ Cold comfort

Data has the holodeck create the Valley of Chula for Jarok, but the Romulan Admiral is all too aware that it is only an illusion. The awful reality of his situation finally sinks in. Alone on a Federation ship, he must tell Picard all he knows.



★ For the love of his daughter

Jarok tells Picard that he has no desire to betray his people, but that he has acted to preserve the future for his daughter. If there is a war with the Federation, he believes the Romulan Empire cannot win.



★ Interrogation

Counselor Troi and Commander Riker conduct the first interview. They suspect that their Romulan guest is a spy, and press him for evidence to support his claim. Jarok, however, refuses to reveal information about anything other than Nelvana III.

betrayed his people, Picard is finally headed for Nelvana III.

Jarok is surprised when Picard summons him to the bridge several hours later. Nelvana III is a dead rock. There is no sign of any base. Jarok is baffled: he saw the orders! Jarok will not accept Picard's explanation – that his fellow Romulans supplied disinformation as a loyalty test.

Three *Warbirds* surrounding the *Enterprise* suddenly decloak. Before Romulan **Commander**

Tomalak finishes gloating, three **Klingon** battleships decloak, thanks to **Worf's** contacts. Tomalak withdraws.

Jarok, devastated that he gave up his daughter, wife, and world for nothing, returns to his quarters. He writes a letter to his family, hoping someday they'll see it. Then, Alidar Jarok swallows the blue Felodesine chip hidden in his wristband. He dies instantly. All his good intentions gone forever.

ACT OF DESPAIR



★ No escape but death

Admiral Jarok gives up everything in the hope of avoiding a war, only to discover that he has been the victim of a complicated plot to test his loyalty. Unable to face life in the Federation, and distressed that he has sacrificed his life's work for nothing, Jarok uses a poisonous Felodesine chip to take his own life.

Hypospray: 2373

Like the medical syringes of the 20th century, the 24th-century hypospray administers much-needed medicines directly into the bloodstream of the patient. A high-powered jet of liquid, rather than a needle, penetrates the skin to ensure a clean and hygienic transfer.



▲ The hand-held hypospray is standard issue to all Starfleet doctors and is an essential part of the basic medical kit. It has proved to be an invaluable tool for treating several species.

The hand-held hypospray is one of the basic tools of the medical arts. This simple device is used to administer many types of medication, including **tricordrazine** or **hyronalyn**, directly into a patient's bloodstream, muscles, or fatty tissue. It is standard issue to all **Starfleet** doctors, whether in a sickbay or in the field.

Design lineage

The 24th-century hypospray is descended from a primitive device called a hypodermic syringe. The term 'hypodermic' means 'under the skin.' Both devices are used to inject a suspension into the body. The syringe accomplished this through the use of a fine, hollow needle, through which liquid medication was forced via a manually-operated plunger. The first automatic hypospray was invented at the end of the 20th century and accomplished the same goal without using a needle to penetrate the patient's skin. Unlike its predecessor, the hypospray is genuinely pain-free.

Medical miracle

The medical attendant administers medication by holding the hypospray nozzle firmly against the patient and pressing a trigger

▲ The hypospray works on essentially the same principles as the ancient syringe. Vials are placed into one end of the barrel and their contents are then squeezed out through the other, ensuring a steady flow into the patient. Unlike the old syringe needle, however, the hypospray itself does not penetrate the skin – a much more hygienic arrangement.

that instantly shoots the medication through the patient's epidermis.

The hypospray converts its contents into a high-pressure microscopic aerosuspension stream, which can penetrate clothing and the epidermis, to be delivered directly into the patient's blood stream or musculature.

The hypospray allows for great accuracy, and this highly efficient method of delivery ensures that the effects of the medication are

1 **Medical vials** The medication to be administered is stored in a small cylindrical vial, which is inserted into the base of the **hypospray**. Vials can be interchanged easily. Emergency medical devices, such as the **EMH**, are programmed to ram the vial home with the palm of the hand.

▲ The casing of the hypospray is lightweight but durable. It must be tough enough for use in the field, and also strong enough to protect the chemicals stored inside.

2 **Medication** When the hypospray is activated, the medication is converted into a high-pressure aerosuspension stream that can pass through most clothing and the epidermis.

3 **Activation** The hypospray is activated by a trigger. Other controls on the triangular head control the width and intensity of the aerosuspension stream.

felt as quickly as possible.

The hypospray can be adjusted for a wider distribution pattern which yields a high absorption rate. However, in this configuration, the medicine cannot be injected into areas of the body deep beneath the skin.

The hypospray delivers medication from a small vial, which



▲ The hypospray is usually applied to the carotid artery on the neck. The width of the suspension stream can be adjusted from a narrow, needle-like jet to a much wider spray.



▲ In a starship's sickbay, the hypospray can be loaded from a trolley that contains a selection of replicated medicines. The vial can be changed and refilled easily as required.

▲ The width of the pressurized aerosuspension stream can be adjusted so that it penetrates a large area of the epidermis, ensuring it is absorbed as effectively as possible.

Hypospray: 2373

contains a reservoir of the necessary medication. These vials plug into the base of the hypospray.

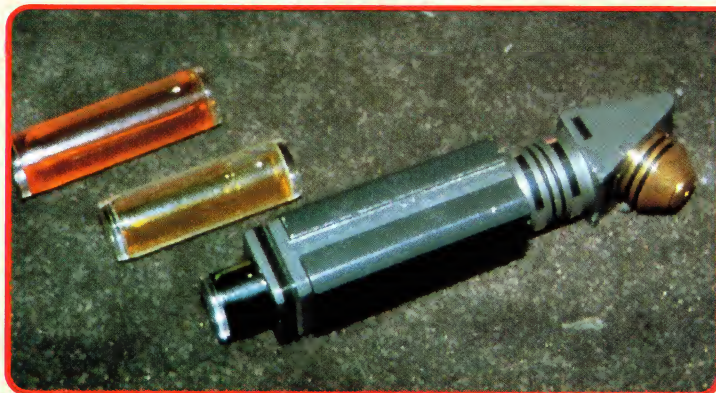
The volume of medication delivered, and the width of the aerosuspension spray, can be adjusted by controls on the

triangular head of the device, near the nozzle. The trigger is also on the head of the hypospray.

The preferred point of injection is usually the large carotid artery on either side of the neck. Many innoculants are administered to the upper arm.



The hypospray delivers medication directly into the patient's bloodstream or muscles. Here, it is easy to see how the angled head eases precise administration of the medicine.



Vials containing medication are loaded into the base of the standard hypospray. Field hyposprays contain five user-selected ampules.

Various replicated medicines, which can be used in the vials, are stored in sickbay.

Field medicine

A second model of hypospray, the field hypospray, is standard issue with every medikit. These hyposprays are intended for medical emergencies outside sickbay, or when basic resources are not accessible.

The field hyposprays hold five

different medication ampules at one time. These concentrated emergency medicines are already loaded into the hypospray as standard and are automatically diluted with a saline solution, also contained in the field hypospray, when the device is activated.

Starfleet Medical has come to rely on the hypospray, as it has proved the best means of delivering medicine to a variety of divergent species.

1 Design As with most Starfleet devices, the design of the hypospray is based on functionality rather than aesthetics. The casing is a clean metallic gray, while the attachments are made of a gold-colored metal. The vials are transparent, to allow their contents to be easily identified.

When inserted, the transparent vial extends slightly beyond the length of the opaque hypospray casing. This allows the user to see the medicine contained in the vial.

The section into which the vial fits is separated from the nozzle, ensuring that none of the medicine leaks out until required.



2 Nozzle The nozzle is located on the angled head of the hypospray. It is ergonomically designed for comfortable use.

The main body of the hypospray fits easily and comfortably into the palm of a human hand, ensuring a tight and precise grip.

The controls on the head of the hypospray can be easily operated by using the thumb.



The nozzle of the hypospray is adjustable to enable the stream of expelled medicine to be widened or narrowed.



3 Angled head The angled design of the hypospray ensures accurate and precise delivery of its contents to the patient's body.

The head of the hypospray is angled, allowing ease of use and ensuring that the area from which the medicine is expelled is as close to the skin of the patient as possible, even though it can easily pass through most clothing.

'Miri'

The *U.S.S. Enterprise NCC-1701* encounters a radio distress signal hundreds of light years from Earth, coming from a planet which is populated only by children. Soon the landing party is trapped on an alien world, and infected with a deadly disease.

CAPTAIN'S LOG

STARDATE: 2713.5

"In the distant reaches of our Galaxy, we have made an astonishing discovery – Earth-type radio signals coming from a planet which apparently is an exact duplicate of Earth. It seems impossible, but there it is."

An away team from the *U.S.S. Enterprise* beam down to investigate the signal. Within moments, a deranged man attacks **McCoy** and dies. To McCoy's horror, he appears to have aged a century in minutes.

The town seems deserted, but the crew soon find a girl named **Miri**, who gives a confused explanation of what happened on her world. McCoy concludes a plague killed the adults and that, apart from **Spock**, the landing party has also been infected.

Kirk asks Miri, who is developing a crush on him, to take them to the long-abandoned hospital. In the hospital lab, they find files on a Life Prolongation Project. Spock theorizes the disease prolongs childhood for centuries but is activated by puberty. He predicts that Miri will soon be affected. McCoy and Spock must find a cure before madness and death overtake the landing party.

Dangerous children

Terrified that the adults will hurt them, the children gather secretly, and decide to steal the crew's communicators. Miri takes Kirk to the children, but a crazed woman attacks them and is killed when the Captain stuns her with his phaser. The children then lure McCoy and Spock from the lab, and steal all the communicators.

McCoy declares he can't find the antidote, or the right dosage, without access to the *Enterprise's* computers. Tempers run short as the disease progresses, and Kirk comforts a distressed **Janice Rand**. Miri witnesses this and, in a fit of adolescent jealousy, has the children kidnap Rand so she can keep Kirk to herself. Kirk rescues Rand and convinces the children and Miri that the crew will help them. He races back to the lab with the children and the communicators.

But, before he arrives, a desperate McCoy tests the antidote on himself and is knocked unconscious. His gamble pays off, and the disease's blue splotches disappear. The crew are cured, and the ship departs, knowing help is coming to take care of the 300-year-old children.

ON SCREEN...



1 Kirk and his crewmen are shocked to discover who has attacked them. The demented creature before them seems impossibly old.



2 On this planet, a virus prolongs childhood for hundreds of years, but causes death with the onset of puberty. The children are frightened of adults.



3 Like the rest of his party, Kirk has been infected with the virus. There is no way that the landing party can return to the *ENTERPRISE* while they are infectious.



4 Spock and McCoy work desperately to develop a cure for the deadly virus. If they cannot find one, they too will be consumed by madness and die.



5 McCoy thinks he has developed a cure, but without access to the *ENTERPRISE's* computers he cannot be sure of the dosage, or whether it will kill or cure.



6 Miri has helped to save the *ENTERPRISE* crew. With Dr. McCoy's antidote, and help from the Federation, she and the other 'children' will live to see adulthood.

STARSHIP FACTS

The children have developed their own language. They call grown-ups "grups" and children "onlies".

'Conscience of the King'

Captain Kirk suspects that a famous Shakespearean actor is actually Kodos the Executioner, responsible for a terrible massacre. Will Kirk — one of only nine eyewitnesses to the event — risk the *U.S.S. Enterprise* to uncover the truth?

CAPTAIN'S LOG

STARDATE: 2818.9

"There are many questions in my mind; too many, perhaps — about the actor Karidian and his daughter. For personal reasons I am almost afraid to learn the answers."

On Planet Q, Dr. Thomas Leighton tells Captain Kirk that he believes an actor called Anton Karidian is actually Kodos the Executioner. Twenty years ago, Kirk and Leighton survived Kodos's massacre on Tarsus IV, but both thought Kodos had died.

Beginning to believe Leighton, Kirk meets and charms Karidian's daughter, Lenore. Walking together, they stumble across Dr. Leighton's body. The murder strengthens Kirk's suspicions. He arranges to transport the troupe of actors to their next destination.

Kirk discovers that one of his crew members, Lieutenant Riley, was also on Tarsus IV. The Captain orders Spock to move Riley to Engineering. Puzzled by Kirk's behavior, Spock begins his own investigation.

Growing suspicions

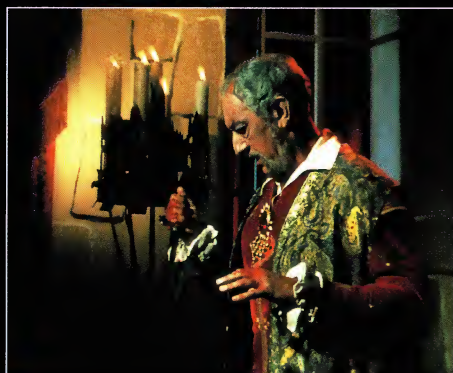
As Kirk pursues Lenore to learn more about her father, Spock discovers the link between Riley, Kirk and Dr. Leighton. He also notes that all the people who could identify Kodos have been found dead, and that in each case Karidian was in the vicinity.

Riley is poisoned and rushed to sickbay. Soon after, Kirk is nearly killed by a hidden phaser. This convinces Spock that Karidian is Kodos, but Kirk wants more proof.

The actors perform 'Hamlet' for the crew. Before the performance, Riley learns Karidian might be Kodos, and goes to the theater to seek revenge. Forewarned, Kirk meets Riley and disarms him backstage.

Karidian ends his scene, distraught at overhearing Riley's claims. Lenore assures her father everything will be fine, revealing that she has been murdering the witnesses who might destroy him. Kirk steps forward and prepares to take Karidian and his daughter into custody. Lenore grabs a phaser to defend herself, but accidentally kills her father. The curtain closes on Kodos/Karidian, while Lenore, found criminally insane, is imprisoned.

ON SCREEN...



1 At a performance of 'Macbeth', Dr. Leighton tells his old friend James Kirk of his belief that the actor Karidian is really Kodos the Executioner.



2 Since seeing Karidian, Leighton cannot get Kodos out of his mind. He is desperate to persuade Captain Kirk to become involved.



3 The computer has no record of Karidian before Kodos's 'death'. Pictures show that the two men bear a remarkable resemblance.



4 Kirk and Lenore are growing closer and closer. The Captain hopes that this apparently innocent woman has no connection with Kodos.



5 Backstage, Kirk and Karidian discover that Lenore has been killing the men who could identify her father. She has no feelings of remorse.



6 Clearly insane, Lenore pulls a phaser, but instead of saving her father she causes his death. All her mad efforts have been in vain.

STARSHIP FACTS



Kodos was the governor of Tarsus IV. When the planet was threatened by famine, he put 4,000 people to death to ensure the remainder survived.



FILE 71 STAR TREK: VOYAGER

'State of Flux'

When the *U.S.S. Voyager NCC-74656* receives a distress call from a disabled Kazon ship, the crew soon discover that there is a traitor on board and that someone has been giving Federation technology to the enemy.

'STATE OF FLUX'

"I did it for this crew. We are alone here at the mercy of any number of hostile aliens because of the incomprehensible decision of a Federation captain. A Federation captain who destroyed our only chance to get home. Federation rules, Federation nobility, Federation compassion. Do you understand – if this had been a Cardassian ship we would be home by now."

– The Traitor

The crew of the *U.S.S. Voyager NCC-74656* are on the surface of a planet collecting food supplies, when **Tom Paris** picks up traces of a **Kazon** ship in low orbit.

Captain Janeway orders the away team to return to the ship at once, but **Seska** is missing. **Kim** suggests that she may have wandered into some nearby caves, and **Chakotay** goes to look for her.

In the caves, **Chakotay** can hear Kazon patrols, but he finds **Seska** before they can find him. As the two *Voyager* officers make their escape, the Kazon catch up with them. There is a brief firefight and **Chakotay** is injured before they make it to the surface and back to their ship.

Later, **Seska** visits **Chakotay** in his quarters. She's made him his favorite mushroom soup, but when he finds out that she stole the mushrooms he revokes her replicator privileges for two days. **Seska** puts her arms around him, but **Chakotay** stops her gently – they'd tried a relationship when they were in the **Maquis**, but had decided that it wouldn't work.

Kazon in distress

The *Voyager* receives a distress call from the **Kazon Raider** that was in orbit. There are no other Kazon ships in the area, so **Janeway** decides to offer help.

On the Kazon ship, the away team find the crew have been killed in some kind of accident. An emergency forcefield contains high levels of **nucleonic radiation**. They beam the only survivor back to the *Voyager* sickbay and continue their investigation. The explosion seems to have emanated from a console behind the forcefield – a console that shows traces of **Federation** technology.

The Doctor discovers that something has altered the Kazon's cellular structure. In the **turbolift**, **Janeway** discusses the situation with **Tuvok** and **Chakotay**. It seems that someone on the ship has been passing secrets to the Kazon. **Tuvok** suggests that since **Seska** was found in the caves with the Kazon, she should be the prime suspect.

Janeway wants to retrieve the console from the Kazon ship, but **B'Elanna** tells her that they can't simply release the forcefield that's protecting it. **Seska** suggests using a **subspace** bubble to walk through the field, but the plan is dismissed as too risky. **Carey**

ON SCREEN...



1 **Paris** detects a strange sensor shadow in low orbit. It turns out to be a **KAZON RAIDER** that seems to know how to partially conceal itself from the *U.S.S. VOYAGER*'s sensors.



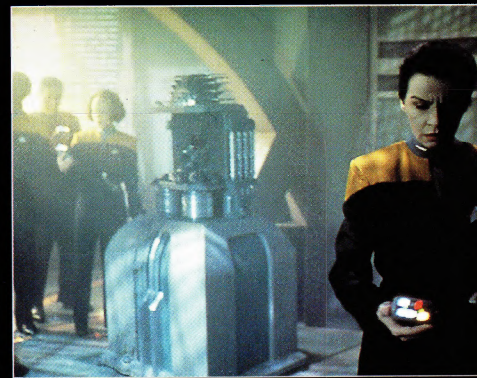
2 **Chakotay** finds **Seska** in some caves, which cut off communications and prevent them from beaming back to the ship. As they make their way into the open, **Chakotay** is injured by the Kazon.



3 Seventy years from home, **Seska** is keen to renew her relationship with **Chakotay**, but he tells her it won't work.



4 The damaged Kazon ship sends a distress call to the *VOYAGER*. Despite the risks, **Janeway** agrees to offer assistance.



5 The away team discover that a terrible accident has wiped out the Kazon, leaving only one crew member alive.



6 The evidence is overwhelming – someone aboard the *VOYAGER* has been giving Federation technology to the Kazon.





'State of Flux'

comes up with an alternative that involves rotating that field out of the way, but it will take some time to make the necessary preparations. Chakotay prevents Seska from joining the engineering team that will visit the Kazon ship. In private, he tells her that there is some 'concern' about her.

Seska goes to sickbay to check on the injured Kazon, but the Doctor can't tell her whether he will regain consciousness or not. Before Seska leaves, **Kes** tells her that her blood isn't on file. Seska explains that it can't be used because of a childhood illness, but the Doctor wants it on file anyway. Seska makes an excuse and leaves.

Evidence of treachery

In the Captain's ready room, Tuvok and Chakotay tell Janeway that someone has made an unauthorized transmission, but whoever it is has covered their tracks well – it could be anyone in Engineering.

Paris calls Janeway to the bridge to warn her that another Kazon ship is approaching. As they consider their options, the computer warns them that Seska has beamed over to the damaged Kazon ship without permission. Seska uses a subspace bubble to get to the console, but as she reaches it the *Voyager* crew hear a scream. Uncertain of her fate they beam Seska straight to sickbay.

Janeway, Tuvok, and Chakotay interrogate Carey. The transmission to the Kazon was made from his station, and he was out of contact for an hour on the recent food-gathering mission. Carey is clearly flustered, and Janeway restricts him to his quarters.

The Kazon ship arrives and Janeway agrees to let its commander, **Maje Culluh**, visit the survivor in sickbay, but Culluh's aide kills him. Janeway throws the Kazon off her ship, but there is little more she can do – in less than one day, three more Kazon ships will arrive.

The Doctor tells Janeway that Seska's blood isn't **Bajoran**. In fact, he believes that she is a **Cardassian** who was genetically altered to allow her to spy on the Maquis. Chakotay wants to interrogate Seska at once, but Janeway makes him wait until they have retrieved the console.

B'Elanna recovers the console without a hitch and her analysis shows that the technology involved definitely came from the *Voyager*.

Chakotay tells Seska that they have recovered the console and that they have

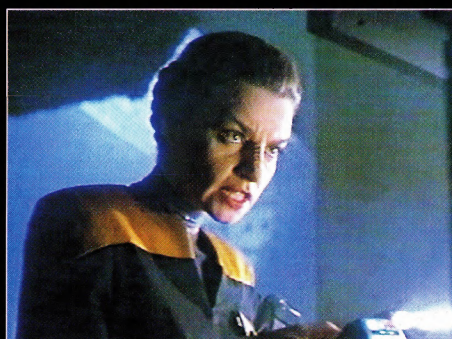
their suspicions about her. He says that she must stay in sickbay until they have found out where the missing components were stolen from. Outside, he tells Tuvok that he has set the plan in motion. Tuvok has given Carey the same information; now all they can do is wait.

That night in Engineering, Chakotay, Tuvok and B'Elanna watch as someone alters the information in the inventory database. The culprit leaves Seska's security code in plain sight, seeming to show that it must be Carey

trying to point the finger at Seska. But, in sickbay, Chakotay tells Seska that it's all over. They know that she is the traitor; they knew someone would try to alter the inventory and were monitoring it, but her ruse was too obvious. They traced the alteration back to sickbay, where only Seska could have made it.

The senior staff walk in as a furious Seska curses Janeway for her 'unnecessary' compassion, and escapes by initiating an emergency transport to the Kazon ship.

ON SCREEN...



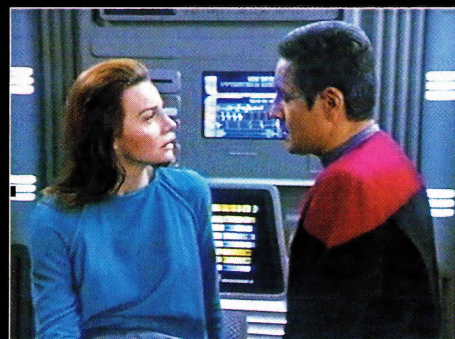
7 Seska beams over to the Kazon ship without permission, and tries to reach the console using a subspace bubble.



8 With Seska recovering in sickbay, the senior staff interview Carey. The transmission to the Kazon was made from his station in Engineering.



9 B'Elanna's examination of the console confirms Janeway's fears. The accident was caused by technology stolen from the U.S.S. VOYAGER.



10 Chakotay visits Seska in sickbay to tell her that he and Tuvok are trying to find out where the missing components were stolen from.



11 Tuvok and Chakotay sit up all night in Engineering, waiting for the traitor to try to alter the ship's logs. At first it seems as if Carey is attempting to implicate Seska, but further investigations reveal the truth.



12 A furious Seska explains her actions to the crew. As far as she is concerned, Janeway is a fool who has trapped them in the Delta Quadrant for no good reason. She believes that making alliances is the only way to survive.

STARSHIP FACTS

A It is standard Cardassian procedure to genetically alter their spies to help them infiltrate their enemies. In the Alpha Quadrant, Seska is assigned to spy on the Maquis.

A The Prime Directive prevents Starfleet officers from sharing even the most basic technology with other races.



FILE 79 STAR TREK: FIRST CONTACT

STAR TREK: FIRST CONTACT Part 2

The Borg have changed the past, and only the crew of the *U.S.S. Enterprise NCC-1701-E* can ensure that history is steered back to its rightful path. And for many, the chance to meet **Zefram Cochrane**, the man who invented warp drive, is a dream come true.

FIRST CONTACT

"Isn't it amazing? This ship used to be a nuclear missile."
— Captain Jean-Luc Picard

"It is an historical irony that Doctor Cochrane would choose an instrument of mass destruction to inaugurate an era of peace." — Lt. Cmdr. Data

Deep in a remote Montana forest, a ragtag village has sprung up, its residents unaware of the starships and temporal vortexes in the sky above. It's late, and **Zefram Cochrane**, a graying pilot, weaves away from the dilapidated local tavern, supported by his friend **Lily Sloane**. Lily notices a tiny bright speck moving among the stars. Puzzled, they peer up as several luminous flares streak away from it, then reel as a flare lands nearby and knocks them off their feet.

The 'flares' are photon bolts, fired by the **Borg Sphere**, which slam into the ground behind Cochrane and Lily. They dive for cover as huts explode and bodies fly. Thinking it's an assault from some warring faction, Lily heads for the missile silo to get to their ship, the **Phoenix**. Cochrane prefers the shelter of the bar.

As the barrage continues, the **U.S.S. Enterprise NCC-1701-E** shudders out of the vortex. The crew orient themselves — and see the **Sphere** on screen, firing at Earth. **Captain Jean-Luc Picard** orders a spread of quantum torpedoes. They easily penetrate the **Sphere** and set off multiple explosions, destroying it.

Repairing the damage

Commander Wil Riker ascertains that the Borg were firing at a missile complex in Montana, and **Lt. Commander Data** determines the date to be April 4th, 2063. Picard realizes what the Borg were attempting: it is one day before Zefram Cochrane will make the first-ever warp flight from Earth, which will lead to the legendary moment of **First Contact**, the first meeting between humans and an alien race, out of which the **Federation** will ultimately be born. The Borg are trying to destroy the warp ship, the **Phoenix**, and Cochrane, to eliminate the Federation as a future enemy and enable them to assimilate Earth.

Picard gives Number One the Bridge, and leads an away team with **Dr. Beverly Crusher** and Data to the surface. They materialize amid the destruction, in civilian clothes, and head for the underground silo. As Crusher searches for Cochrane among the dead, Picard and Data check on the **Phoenix** — only to be met by a blast of automatic weapons fire from a terrified Lily.

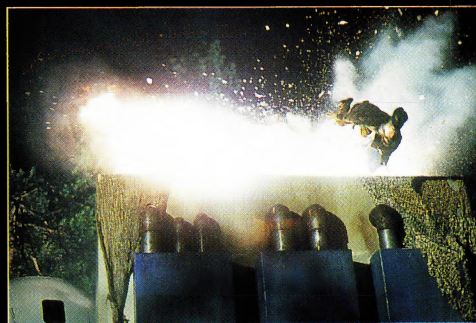
ON SCREEN...



1 The shack settlement of 21st-century Montana is far from the gleaming cities the **U.S.S. ENTERPRISE** crew are used to.



2 Zefram Cochrane and Lily Sloane are knocked to the ground by the Borg attack. Luckily, neither is seriously hurt.



3 The objective of the Borg attack is the **PHOENIX** — the ship in which Cochrane will make his historic flight.



4 An **ENTERPRISE** away team beam down to survey the damage. With their technology, the **PHOENIX** can be easily fixed.



5 Data takes a massive leap to confront Lily when she starts firing at him and Captain Picard. Her bullets bounce off the android, and the drop does him no harm either. A startled Lily has never seen anything like it before, and passes out in his arms.





STAR TREK: FIRST CONTACT Part 2

Realizing that his attacker is shooting mere bullets, Data jumps 12 meters down to the catwalk where she is hiding. Lily empties her weapon at him, but the shells barely dent his android body. Lily faints.

Crusher diagnoses severe radiation poisoning, and transfers Lily to Sickbay, despite Picard's concern about violating the **Prime Directive**. He has a bigger problem: the *Phoenix* is damaged, with only 14 hours in which to repair it for its historic flight.

Riker and **Counselor Troi** head for the surface to search for Cochrane, while **Geordi La Forge** puts together an Engineering team to repair the *Phoenix*. Meanwhile, it's getting extremely warm on the *Enterprise*. As an engineer examines the environmental system in a **Jefferies tube**, he catches a fleeting glimpse of a menacing shape. Below, his partner hears his muffled scream.

Down in the silo, Picard is suddenly distracted again by Borg voices in his head. He contacts **Lt. Commander Worf**, still on the ship, who tells him about the rising humidity levels. Keeping his growing dread to himself, Picard quickly returns to the *Enterprise* with Data.

The Borg are aboard

Back on the Bridge, consoles and lights are failing. The com channel is nothing but static. Picard realizes the Borg somehow beamed aboard before their *Sphere* exploded, and are now assimilating the *Enterprise*. He orders Data to encrypt the ship's Main Computer, preventing the Borg from seizing full control. But they've already isolated Deck 16, home to Engineering – and Sickbay, where Crusher wakes a groggy and confused Lily. With the Borg pounding ferociously on the door, Crusher activates the **EMH**, and orders the incredulous 'Doctor' to create a diversion so that the medical staff can escape into a Jefferies tube.

In the armory, Worf and Picard prepare a contingent of **Starfleet** crew for an assault on the Borg hive in Engineering. Unable to risk damaging the warp core with phaser fire, they intend to puncture the plasma coolant tanks, to liquefy the Borg's organic components. Before they go, Picard warns them not to hesitate to shoot fellow crew members who have been assimilated.

With the grim prospect of killing their friends in mind, they move out ...

ON SCREEN...



6 When Lily comes face to face with the visitors from the future, she faints. But Dr. Crusher realizes that the cause is radiation poisoning rather than fear.



7 The radiation is leaking from the damaged PHOENIX. All of the away team will need to be treated before they become seriously ill.



8 On the ENTERPRISE, the environmental control appears to be malfunctioning. The temperature is rising, and the effect is particularly noticeable in Engineering.



9 Faced with a Borg invasion of the ship, the crew prepare to confront the enemy. Picard warns the others not to show mercy to crewmates who have been assimilated.



10 Armed with deadly phaser rifles, Picard and Data lead their crewmates into battle. Because the Borg are able to adapt quickly to the fire from any weapon, Worf has altered the phasers to a rotating modulation. But at most the crew will get a dozen shots before the Borg become immune.

STARSHIP FACTS

A Data estimates the *U.S.S. Enterprise* has arrived approximately 10 years after the Third World War. The war destroyed most of Earth's major cities, and cost 600 million lives.

A As a boy, Jean-Luc Picard visited the *Phoenix* "hundreds of times" in the Smithsonian, but was never able to touch it. In the 21st-century missile silo, he can at last realize his dream.